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Title

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Title: Title
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Problem description:

Dette legges til i DAIM, og blir derfor fjernet før innlevering.

Responsible professor: Tor Engebret Onshus
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Abstract

Mobile robot platforms etc...

Sammendrag

Mobile robotplatformer kan kjøre rundt og...

Preface

Hva synes jeg om oppgaven? Kjempeartig! Eget acknowledgemet-kapittel?

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List of Acronyms

GUI Graphical User Interface

HMI Human-Machine Interaction

LIDAR LIght Detection And Ranging

MIT Massachusetts Institute of Technology

NUI Natural user interface

PR Personal Robot

ROS Robot Operating System

RTAB-Map Real-Time Appearance-Based Mapping

SLAM Simultanious Localization And Mapping

STAIR Stanford AI Robot

URDF Stanford AI Robot

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Introduction

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A nice description of a potential final product.

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Coordinate systems are essential in the field of robotics.

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2.3.1 Introduction

The Robot Operating System (ROS) is a collection of software libraries, tools and drivers intended for robot software development. A ROS installation can be taylored to meet the demands of a wide range of robots with variyng complexity. ROS is usually installed in the form of an already built Debian-package. These packages are only compatible with a few versions of Ubuntu which are specified on the ROS homepage. When installed and configured, ROS will run on top of Linux, and can in many be percieved as and extention of Linux itself. Installing ROS from source is possible, but not recomended [ROSb].

Roots of ROS can be traced back to Stanford University at the beginning of the 2000s. At Stanford, several robotics software frameworks, including Stanford AI Robot (STAIR) and the Personal Robot (PR) program, were created to provide dynamic, flexible and well tested foundations for further robot development and research. In 2007, a nearby start-up company and robot incubator, Willow Garage, sought to build upon these concepts, and initiated a collaborative and open development process of a new software framework, which eventually became ROS[ROSa][QGS15]. This framework can be used under the BSD open-source license, which means that ...[**?**] Today, ROS comes in many forms and comprise hundreds of advanced packages, algorithms and drivers, making it applicable for hobbyists, industrial automation and everything in between.

2.3.2 Important ROS Concepts

The following descriptions are included in order to provide a complete, self-contained description of the project implementation. Similar descriptions can be found on the official ROS website (INSERT LINK HERE), as well as in any book on ROS (for example [QGS15]).

The ROS Graph

A ROS system comprise a set of small programs that communicate with each other.

roscore

The *roscore* is an essensial part of any ROS system. It enables nodes to communicate with each other.

Topics

Services

rosbridge

title

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2.7.1 Depth Cameras

Different Methods for Depth Perception

In the context of this thesis, a depth camera is considered to be a sensor which the functionality of a regular video camera

A depth camera can be described as a regular color video camera with the ability to create spatial images. In the context of this thesis, a depth camera can more precisely be described as a RGB-D camera, which is short for red, green, blue and depth camera. A regular RGB camera will project a spatial scene onto a rectangular pixel grid, where each pixel contains intensity values for red, green and blue colors. These pixel values represents the detected scene. A major problem with RGB cameras is the significant loss of information. The information loss is mostly a consequence of 3d to 2d projection and digital quantization. RGB-D cameras have the means to reduce this information loss by mapping the pixel values to spatial coordinates, turning each pixel into voxels and the image into a point cloud of voxels.

Different variations of depth cameras will usually fall into one of two categories: active or passive. Passive sensors perceive the surroundings as it is, without actively interfering with the environment as a part of the sensing process. A typical passive RGB-D sensor is the stereo camera. Stereo cameras use a stream of synchronized image pairs to perceive depth. The image pairs are displaced along the horizontal axis, and the depth information is extracted by searching for mutual information in the image pairs. How far the information is displaced from the left to the right image is directly related to how far away from the camera the information source is located.

Active sensors depend on some form of projection onto the surroundings. For depth cameras, the projection is usually in the form of laser or infra red light. In RGB-D cameras it is essential that the projected light is distinguishable from the visible spectrum. The Kinect sensor used in this project is an example of an active RGB-D sensor. A proper introduction to the Kinect, will follow shortly.

Natural User Interfaces - Origin of the Kinect

Forslag 1: When a group of designers are developing a new Graphical User Interface (GUI), they will often use a conceptual model when planning their design. The conceptual model is the mental model the designers want to put into the head of the user. All users will develop their own individual mental model, which is their high level understanding of how the GUI works. A conceptual model may contain metaphors for things the user already is familiar with. A painting program for example may use a metaphor for a canvas, paint brushes and palettes. When the mouse icon changes to a paint brush, most users will have an intuitive understanding of what it can do and how it is used. A Natural user interface (NUI) will seek to remove the metaphors and create a more seamless interaction between the user and the machine. Some NUIs may allow a user to write text with a pen instead of a keyboard, or dictate a letter with their voice while the computer converts audio into text.

Forslag 2: The idea behind a NUI is to make Human-Machine Interaction (HMI) as seamless and natural as possible. A NUI allows the user to communicate without tools such as a keyboard or a mouse. From starting as ideas, science fiction and rare research projects, NUIs can now be considered to be ubiquitous. Today, the most common form of NUIs is the touch screen found in smart phones and tablets.

The Microsoft Kinect sensor was initially designed as a NUI for the Xbox 360 gaming console. The sensor allows users to use gestures and sounds to play console games. Later on, Microsoft has released SDKs, enabling developers to create NUI applications for for Windows.

The modern RGB-D sensors which are commonly used in robot research projects today were initially intended as NUI.

Kinect for Xbox 360

Kinect for Xbox 360 is the RGB-D sensor used in this project. The device was initially intended as a NUI for gaming and office applications. Possible use cases were inspired by early NUI research at Massachusetts Institute of Technology (MIT) and, later on, the science fiction movie Minority Report, where Tom Cruice interacts with a computer by using hand gestures [**?**]. The Kinect sensor is equipped with a depth sensor, a regular color camera, a microphone array and a tilt motor. The color camera in combination with the depth sensor forms what is usually referred to as a rgb-d sensor, i.e. a combined color and depth camera. This feature, combined with the relaticely low cost and accessability of the sensor as contributed to make the Kinect a very popular in research projects related to Simultanious Localization And Mapping (SLAM) and robotics.

Today, the the Kinect for Xbox 360 has been succeded by the Kinect for Xbox One, and is now considered to be a legacy device. Those considering to use the legacy Kinect should be aware of that it is becoming increasingly difficult, if not already impossible, to get hold of a new Kinect for Xbox 360.

2.7.2 Plannar Laser Sensors (LIDAR)

A plannar laser sensor, also known as e.g. laser proximity sensors or laser radars, can all be referred to as LIDARs.

Scanning Laser Range Finder, URG-04LX-UG01

2.7.3 Odometers

2.7.4 Sensor Fusion

2.8 RTAB-Map

Figure 2.1: Awesome Image

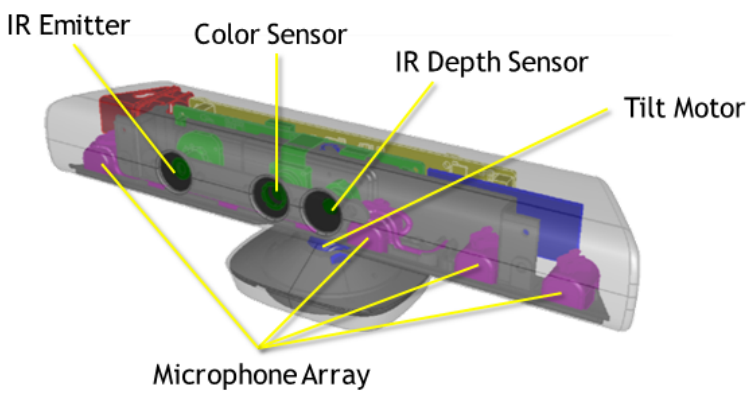

Figure 2.2: Awesome Image

Chapter 3
Implementation

Implementation procedure for mobile robot:

- Decide on ROS message interface.
- Write interfaces for the motor drivers.
- Create a description of the physical structure and properties of the robot in Stanford AI Robot (URDF).
- Extend the model to enable simulation in Gazebo.
- Publish coordinate transform data via *tf* and visualize it in rviz.
- Add sensors, with driver and simulation support.
- Apply algorithms for navigation and other functionality.

3.1 Simulations

3.2 Implementatpon 2

Chapter 4

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4.2 Results

4.3 Discussion

Chapter 5
Discussion

Chapter 6

Conclusion

6.1 Future Work

6.2 Task Fulfillment

6.3 Task Fulfilment

6.4 Final Conclusion

References

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